Microlite 20 Costumes (Superhero Role Playing)

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Based on the Microlite 20 Purest Essence Rules: www.**microlite20**.net/files/**Microlite20_purest_essence**.pdf

This is a super hero role playing game blend of Microlite 20, Mutants and Masterminds, ICONS and Marvel Super Heroes, for something a little bit like and a little bit different from each. This document only includes character creation rules. Game play rules are the same as in Microlite 20 Purest Essence.

1. Level and Power Points

In Microlite 20 Costumes, heroes usually don't start at level 1. They typically start at a higher level, appropriate to the kind of characters your game will represent. Each player chooses a level for his character and begins with the listed number of Power Points, which are spent on stats, bonuses and super powers. Any points that are not spent during character creation are lost.

All of the hero characters — and their enemies — don't have to be exactly the same level to be competitive. A level 7 or 8 enemy can still be a challenge to a level 11 or 12 hero. Even though their power points aren't the same, a good use of powers and skills can make up for the difference in levels.

Level	Power Points	Notes
1	15	Typical starting non-super-powered Microlite 20 character
2	30	
3	45	
4	60	"Pulp" hero: Dick Tracy, Rocketeer
5	75	
6	90	"Street level" hero: Rorschach, Buffy the Vampire Slayer
7	105	
8	120	"Sidekick" hero: Robin, Bucky
9	135	
10	150	Typical starting **Microlite 20 Costumes** character: Flash, Spider-Man
11	165	
12	180	"Advanced" hero: Batman, Captain America
13	195	
14	210	
15	225	"Superior" hero: Superman, Thor
16	240	
17	255	
18	270	
19	285	
20	300	"Godlike" hero: Morpheus (Sandman), Thanos

2. Races and Classes

There are no races or classes in Microlite 20 Costumes. Describe your character's origin any way you want: is he a mutant, born with strange powers to a world that fears and hates him? Was she doused in chemicals and transformed into a mighty being? Is he from Atlantis? Outer space? Another time? Did she invent a robotic suit of armor she wears into combat?

The bonuses provided by races and classes in other versions of Microlite 20 will be compensated for in other parts of the character creation process.

3. Stats

There are 3 stats: Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**). Each has a score, determined by spending Power Points on the chart below. Each stat score also has a related bonus, calculated as (Stat –10)/2, round down.

Power Point Cost	**Stat Score**	Stat Bonus
Gain 2 points	**8**	-1
Gain 1 point	**9**	-1
0 (zero)	**10**	+0
1	**11**	+0
2	**12**	+1
3	**13**	+1
4	**14**	+2
5	**15**	+2
6	**16**	+3
7	**17**	+3

Power Point Cost	**Stat Score**	Stat Bonus
8	**18**	+4
10	**19**	+4
12	**20**	+5
14	**21**	+5
16	**22**	+6
18	**23**	+6
20	**24**	+7
22	**25**	+7
+2	**+1**	as calculated

4. Powers

The core of Microlite 20 Costumes, of course, is the super powers. Each power is purchased at its listed **base cost** (in parentheses) with Power Points. Each starts with a power rank of 0 (zero), though you can spend more Power Points to increase a power's rank. **1 Power Point gives you +1 to a power rank**, up to a rank equal to your level. Not all powers need ranks, though you can still give those powers ranks, if you wish; some powers are "either you have them or you don't."

The listed powers cover most of the common super abilities found in comic books. Use these as models to create other powers. The base costs of powers can also be shifted up or down (to a minimum of 1 point), to simulate a certain kind of feel for your superhero world. For example, a power might be inexpensive because almost everyone can do it, on this particular planet. You can also easily adjust the amount of damage or number of times a hero can use a power.

As with spells in the Microlite 20 core rules, each power has only a brief description, leaving it up to the player and game master to determine exactly what the character can try and do with the power. It's also up to you exactly how your character uses the power (for example, what color is the beam it creates? What happens to enemies struck by your attack? Does the power come from a part of your body? How long does it last, and what happens when the power's effect ends?).

ADHESION (15): This power enables a character to cling to any surface without falling. It is used to climb vertically and upside down on walls and ceilings. The character may have a penalty to use this power if the surface he is trying to stick to is especially slick (ice, steep slopes, etc.). Roll DEX + Phys + Adhesion to climb.

ANIMATION (30): The character can bring inanimate objects like toys and puppets to life. Up to power rank number of objects can be animated at one time. Each will only perform one simple action the animator gives, like "attack," "distract," "search," etc. Each is controlled by the player with the animator character, and take their turn immediately after the animator. All animated objects have stats, skills, attack bonuses and other character information equal to ½ the original character's information (round down), but only cause 1 point of damage each. They all last a number of turns equal to ½ the original character's Animation power rank (round up) before losing their "life." An animated object will also vanish if any successful attack is made against it. This power can be used power rank times per day.

BAD LUCK (35): This power causes trouble for the hero's enemies. Once per turn, the character can name one enemy. All dice rolls the target character makes on its next turn will suffer a penalty equal to ½ the Bad Luck power rank (round up).

BINDING (10): This power fires a special barrier (on a successful missile/ranged attack) to restrain an enemy, like a net, a glue ball or a bubble of space. The Binding will imprison the target for a number of turns (in combat) or minutes (outside

of combat) equal to the hero's power rank, though an enemy can try to break free with a STR + Subt roll.

BODY ARMOR (special): Super heroes often have specially designed armor or enhanced physical endurance. This power is represented by DR: damage resistance (i.e. each time the character takes damage, the amount of damage is reduced by the amount of DR before it is removed from the character's hit points). The Body Armor power costs 3 Power Points for 1 DR. The character can have a maximum number of DR equal to level (for example, a level 10 character can have 10 DR, costing 30 Power Points).

BREATHE (10): A super character can survive underwater, in a vacuum like outer space or in a room full of gas without any ill effect for a number of hours equal to the power rank.

CALM (20): The character radiates peace and serenity in an area around him or her equal to power rank yards. The calming effect can be turned "on" or "off" at any time. While it is on, all characters (including the character with this power) have a penalty to any attack or other activity that causes harm to someone equal to power rank.

CHANGE SHAPE (30): A character with this power can instantly transform his body and equipment into another shape for up to his Change Shape power rank number of turns in a row. The character has no limit to the number of forms he can take, but he cannot change significantly in size. The hero does gain the new form's natural abilities (like a cat's claws or a prince's handsomeness), and can still speak and use his own other powers.

CONTACTS (15): The character has an intricate network of informants and undercover agents who know what criminals are planning next, and have talents the hero does not. This power may also represent a high-tech computer system with scientific information and profiles of evildoers. Add the Contacts power rank to any stat + skill roll the character makes. This can be done power rank times per day.

CONTROL CREATURE (20): This power gives a character the ability to give "normal" commands to a creature or creatures of animal-level intellect that the character can see, using MIND + Comm + Control Creature. The character can also speak to the creature or creatures in its own language. This power is active at all times, but creatures will not do anything that is obviously harmful to themselves. A character can control up to power level x 10 creatures at one time.

CONTROL PLANT (15): With this power, a character can boost the growth of vegetable and fungal life, causing vines to hold enemies for a number of turns/minutes equal to power rank, making roots dig tunnels under the ground, etc. There must be plant life growing in the area to use this power; it cannot make flowers step out of their pots and walk, for example.

CORRUPT (10): This power enables characters to instantaneously burn, consume or decay objects with a touch, or infect them with disease. Make a melee/hand to hand attack roll. On a success, you cause 1d6 + power rank damage.

COSMIC POWER (50): A character with this power is a focal point of the universe's essence. He is sensitive to any monumental changes to time and space, and possesses some of the primordial power that is used to form worlds. The character can fly, can fire a bolt of raw organic energy causing 3d10 + power rank damage, and also has a bonus to Armor Class equal to power rank. A cosmic character is responsible for protecting the stability of the universe and my have to use the power in other ways, like healing others, establishing balance between warring races, and so on.

DANGER SENSE (10): The Danger Sense super power gives the character warning of possible threats, like traps and attacking foes, within point-blank or short range via a mental "flash" of awareness. The character cannot be surprised in combat, and gains +1 to Initiative and AC.

DAZE (10): With a flash of light or a loud sound, the character can cause an enemy to pause for a moment. The opponent suffers a -1 penalty to all its rolls (except damage) on its next turn. This power can be used power rank times per day.

DEATH TRANCE (15): A character with this power can slow his body's metabolic functions to a level where others think the character is dead. During the death trance, the character is getting full rest for purposes of healing, but is also fully aware of what is going on around him. The character cannot talk or otherwise act while in the trance, however. It lasts for any amount of time, and the character immediately returns to normal when the power is "turned off."

DENSITY (20): You can make yourself into an immovable mass. You have a bonus to AC equal to ½ power rank (round up). You also stay in place if someone else is trying to move you but

you do not want to be moved, no matter how hard they are pushing or pulling.

DRAIN LIFE (20): You can drink blood or absorb life-force. Make a melee/hand-to-hand attack roll. On a success, you cause 1d6 + power rank damage. You immediately regain a number of hit points equal to power rank.

DUPLICATION (40): The character creates one or more body doubles (up to a number equal to his power rank). Each looks and acts just like the original character, but will only perform one simple action the original character gives, like "attack," "distract," "search," etc. Each is controlled by the player with the original character, and take their turns immediately after the original character. The duplicates cannot create their own duplicates, and the original character cannot create more duplicates if any are already present. All duplicates have stats, skills, attack bonuses and other character information equal to ½ the original character's information (round down). They all last a number of turns equal to ½ the original character's Duplication power rank (round up) and disappear simultaneously. A duplicate will also vanish if any successful attack is made against it.

ELECTRICITY (15): A character with this power can control the flow of electrical energy and can use it to shock others for 2d6 + power rank damage, to increase/decrease the amount of light in a room, etc.

ELEMENT BLAST (20): A character with this power can fire projectiles of one element (rock, ice, water, etc.) from his body, causing 2d8 + power rank damage. Make a missile/ranged attack and add this power rank to the attack roll. This power must be selected once per element.

ELEMENT BODY (25): A character with this power can physically cover his body head-to-toe with an element (stone, flame, lightning, swamp muck, ice, etc.). The character has an Armor Class bonus equal to his power rank while in Element Body form, is naturally immune to the chosen element, and can "join" the element if it is available (a water body character can flow into a river, for example). This power must be selected once per element.

EMPATHY (20): This character can sense and affect the emotions of one other character or creature, but does not know the motivation behind those emotions. This power is mainly used as a lie detector (to sense the true feeling behind what someone says) or as a method of intensifying an emotion (to raise the anger of a person to the point where he attacks, to help ease the pain another is feeling, etc.).

ENERGY BLAST (25): This power sends a beam of pure supernatural force from some part of the character's body toward enemies. The blast can be pure light, evil magic, psychic shock waves, etc. It causes 3d6 + power rank damage. Make a missile/ranged attack and add this power rank to the attack roll.

ENHANCED SENSES (10 each): A character must purchase this power once per sense (sight, hearing, taste, smell, touch). It improves that sense to a supernatural level — the character can feel the ink on a page of print, can see tiny details across a crowded street, etc.

ERASE (15): This power wipes the mind of another creature or character, causing the individual to forget a single moment in time. Roll MIND + Know + Erase; the result is the DC for the target to remember the moment at any point in the future.

EXPLOSION (15): Once per day, the character can release all of its superhuman energy at once, detonating like a living bomb. Every other object and creature (enemy, ally and bystander) suffers damage equal to ½ the exploding character's power rank (round up) in d6, in an area equal to 5 feet per power rank. For example, an exploding character with a power rank of 10 causes 5d6 damage to everything in 50 feet. The exploding character falls out of action until the end of the combat.

EXTRA LIMB (15): The character has another leg, arm, tail or other limb which acts exactly like any body part of its type.

FLIGHT (10): This common power enables a character to fly. This can appear in many ways: wings, anti-gravity field, swinging by jungle vines, floating platform, etc. Having just a few ranks of Flight means the character can keep up with a fast-moving vehicle, while many ranks of this power may enable the character to break the sound barrier.

FORCE FIELD (30): This power sets up a transparent shield of protection around the character and allies. Everyone in the field gains a bonus to Armor Class equal to power rank of the character with this power. It lasts for a number of turns per day equal to power rank. The character with this power determines the force field's size and shape. The force field can be turned on and off instantaneously.

GRAVITY CONTROL (15): The character can boost the gravity of an area equal to power rank yards

in every direction. Objects or creatures in the air immediately fall, suffering damage equal to 1d6 + power rank per 10 feet they fall. You also stay in place if someone else is trying to move you but you do not want to be moved, no matter how hard they are pushing or pulling.

GROW (20): Characters can increase in height to any size at will. Add +1 to STR score (not bonus) for every 2 feet of growth.

IMAGE (15): The character can create a mental illusion or nightmare in another's mind. The picture seems completely real (it moves, makes noise, etc.) but cannot cause actual damage. The target of the illusion can attempt to "disbelieve" the image on a MIND + Know roll (the DC is equal to MIND + Know + Image power rank of the character who created the image). It lasts a number of turns/minutes equal to the power rank.

IMMORTAL (40): You cannot be killed, and may have lived for centuries or millenia already. If you are reduced to 0 (zero) hit points or less, you are out of action for the remainder of the battle, but will be fully recovered immediately after the battle. Also, add your level (not rank) to any stat + skill roll you make. This second ability can only be used power rank times per day.

INFRA-RED VISION (10): The character can see into the infra-red spectrum (i.e., see in the dark) as far as the character can see in normal light.

INTIMIDATE (10): The character is especially terrifying or disturbing. Add the power rank to intimidation rolls (usually STR + Phys, MIND + Subt, or STR + Comm).

INVENTING (20): The character is a genius at coming up with a device that solves a problem and saves the day. Make a MIND + Know + Inventing roll, with a DC determined by the game master. On a success, the character has invented a useful device. This power is mostly useful to move the plot forward, so to prevent characters from simply inventing their way out of every problem, inventions made with this power only work once before falling to pieces, and only one invention can be made per day.

INVISIBILITY (15): This power turns a character invisible to the naked eye. Any items or clothing the character is touching will also become invisible. The character will still leave footprints, make noise, etc.

INVULNERABILITY (35): This power makes a character nearly invincible. When a character with this power is created, the player must choose one material for the character to be invulnerable to, such as magic, poison, bullets, lasers, etc. All attacks with the chosen material have no effect on the character. A character can be invulnerable to more than one material, but each must be purchased separately.

JUMP (10): The character can leap the length of a city block and can land with enough force to cause 1d6 + power rank damage, if he wishes.

LEADERSHIP (20): This character has a legion of nameless minions that obey his every order, or is so inspiring he makes his allies better. On this character's turn, the hero can name one type of die roll (a particular skill, a type of attack, damage, etc.). All allies of the character, but not the character himself, gain a bonus to that die roll equal to ½ power level (round up) until the character with Leadership's next turn. This ability can be used a number of turns per day equal to power rank, though the turns do not have to be in a row.

LUCK (45): You are incredibly fortunate, or you are prepared with a tool or idea for any situation. Roll extra dice whenever this character makes any skill, attack or other die rolls (except damage). The extra dice depend on the power rank. 1 to 3: +1d6, 4 to 7: +1d8, 8 to 11: +1d10, 12 to 15: +2d6, 16 to 19: +2d8, 20: +2d10.

MAGNETISM (20): This power gives a character control over magnetic force. Metallic items can be manipulated at will in any direction and at any speed, causing on average 2d8 + power rank damage. A character can make a STR + Phys roll vs a DC of MIND + Phys + Magnetism to resist having their metal objects pulled away from them.

MARTIAL ARTS MASTERY (30): You are trained in dozens of combat forms, or know one martial art so well you can achieve supernatural levels of achievement in it. Add ½ power rank (round up) to Armor Class and Initiative rolls. Add power rank to melee/hand-to-hand and missile/ranged attack rolls when unarmed or using martial arts weapons (ones you have selected using the Weapon or Weapon (Major) powers).

METAL BODY (20): This power enables a character to sheathe his or her entire body in a thick coat of steel, giving the character an Armor Class bonus equal to power rank. The hero can still act as he normally would, as he is not affected by the weight of the metal body.

MIMIC (45): The character can exactly imitate a single skill, super power or other ability of any one creature or character, as long as he or she is able to observe the skill, power or ability for

one turn before mimicking it. The mimicked ability uses the mimicking character's Mimic power rank. A character can only mimic one ability at a time, and only for a number of turns (in combat) or minutes (outside of combat) equal to his power rank.

MIND CONTROL (30): The character can attempt to dominate the mind of a single target of human-level intellect. Roll MIND + Comm + Mind Control. That is the DC for a character's MIND + Know roll to resist or overcome the mind control. On a success, the target is completely under control of the mind controlling character for a number of turns equal to ½ power rank (round up). It can make attacks against allies, though the target will not do anything suicidal, like walk off a bridge. This power can only be used against one target at a time. The character that is mind-controlled can make a MIND + Know roll each turn to end the control, with a penalty equal to the controlling character's power rank to each roll.

OBLIVIOUS (15): The character is unfamiliar with the world's customs, is able to "break the fourth wall" of comic books, or is so thick-headed he doesn't realize what he's doing is wrong or strange. This power can be used to retry a failed attack or a stat + skill attempt, or even to try and avoid suffering the effects of a successful attack against the character. Roll 1d6: on a 4 to 6, the result of the die roll is favorable to the hero (an attack by the character hits after all, or the character fails to be controlled by an enemy who made a successful die roll). On a 2 or 3, the action takes place like it normally would have. On a result of 1, the result of the die roll is utter failure for the hero. This power can be attempted any number of times per day, but only used successfully (with a roll of 4 or better) 3 times per day +1 time every 5 levels (level 5, 10, 15, etc.). This power is useful for silly heroes, or characters from alien worlds.

PARALYZE (40): The character "freezes" an opponent by covering them in ice, turning them to stone, etc. It requires a successful melee/hand-to-hand attack roll. The target is paralyzed for a number of rounds equal to ½ Paralyze power rank (round up), and can take no actions until the paralysis ends.

PHASE (20): A Phasing super character can pass through any and all barriers and walls, including supernatural ones, with no ill effects. The character gains a bonus to AC equal to ½ Phasing power rank (round up).

POWER ABSORPTION (30): This power draws the energy from a super character and gives the absorber one of the target's powers for a number of turns equal to power rank (on a successful MIND + Phys + Power Absorption vs. MIND + Phys roll). The target loses the use of that power while the absorber has it. A character can absorb up to power rank number of super powers at one time, but cannot actually use any of the absorbed powers. The character must name the power to be absorbed before any attempt to absorb a power is made. The character does not have to actually touch the target to absorb a power.

PRECOGNITION (20): You have knowledge of the immediate future, though circumstances are always changing and your knowledge isn't perfect. Instead of taking your turn, you can declare one event that just happened instead did not happen, and all effects of that action are nullified. In effect, your character sees the results of the activity and realizes the best course of action. This power might be used to "undo" a character's death (so the character does not lose hit points from the most recent attack against him or her), to prevent a character from saying something wrong, or to attempt a skill roll a second time. To attempt to "undo" an event, you lose your turn and roll MIND + Know + Precognition vs a DC of the game master's choice (usually 15). This power can be used, succeed or fail, ½ power rank times per day (round up).

PROTECTED SENSES (10 each): The character can shield his or her eyes, ears or nose and throat from any harmful effects (like poison, blinding light or toxins). This power must be selected once for each of sight, hearing or smell and taste.

PSYCHIC TRAVEL (30): A character using this power can step from his body into the mind of a willing or unconscious target and interact as he would normally with the visions and images he encounters. Alternately, the character can psychically leave his body and travel invisibly anywhere he would like to go. His body remains in place where it was left, but cannot act. If either version of the super character (the psychic form or the inactive physical body) is knocked out of action, the character is entirely knocked out of action. This power is often used to search and battle mental illnesses, or to learn secrets which are otherwise hidden. This power lasts a number of turns (in combat) or minutes (outside of combat) equal to power rank.

REGENERATION (20): The super character can regrow body parts and heal wounds almost instantaneously. He will regain hit points equal to power rank at the beginning of each of his turns, even in the middle of combat.

RESIST ATTACK (15): The character has mental and physical defenses against one specific type of attack (fire, cold, psychic invasion, vampirism, magic, etc.). Any time the character suffers damage from that type of attack, the number of hit points the character loses is reduced by the power rank of Resist Attack. A character can resist more than one type of attack, but each must be purchased separately.

SHRINK (20): Characters can decrease in height to any size at will. Add +1 to DEX score (not bonus) for every 2 feet of size reduction.

SLEEP (20): The character can put another individual to sleep instantly on a successful MIND + Phys + Sleep vs. MIND + Phys roll. The target falls asleep for a number of turns (in combat) or minutes (outside of combat) equal to the power rank, but any physical harm to the target will fully wake them instantly.

SONIC WAVE (15): This power sends a pulse of sound at enemies. It causes 2d6 + power rank damage. Make a melee/hand-to-hand attack (since sound usually requires a strong voice) and add this power rank to the attack roll. Characters injured by the wave are deaf on their next turn.

STEALTH (15): The character is a master of stealth, able to perfectly mimic another's voice and mannerisms, hide in the shadows, and/or slip into or out of somewhere without making a sound. Add power rank to rolls to sneak, hide or pretend to be someone else (usually DEX + Subt, MIND + Subt, or MIND + Comm).

STRETCH (20): The character can physically elongate to reach long distances quickly, capture an enemy by wrapping around the foe, spread into a thin sheet to fit under closed doors, etc. The character can stretch a limb up to power rank x 2 feet at one time.

SUGGESTION (15): Concepts that can be summarized in a phrase can be mentally "hinted" to another ("you are sick," "there were footsteps outside last night," etc.). This power cannot force a character to make an action of any kind, but a failed MIND + Phys roll vs. the character with Suggestion's MIND + Comm + Suggestion will lead the target to fully believe what was suggested.

SUMMON (45): The character conjures forth a single powerful creature. It will only perform one simple action the summoner character gives, like "attack," "distract," "search," etc. It is controlled by the player with the summoner character, and takes its turn immediately after the summoner. The summoned creature has stats, skills, attack bonuses and other character information equal to the summoner character's information. The summoned creature lasts a number of turns equal to ½ the summoning character's Summon power rank (round up). This power can be used power rank times per day.

SUPER-AGILITY (special): The character is especially flexible and quick. He or she has a DEX score of 19 or more, as purchased above in section 3. Stats.

SUPER-CHARGE (25): The character can draw on his or her life-force and put it all into a single attack. Add the Super-Charge power rank to the attack roll, and if successful, the attack causes extra damage equal to power rank x 2. This power can be combined with any attack and any other attack bonuses. It can only be successfully attempted a number of times per day equal to ½ power rank (round up).

SUPER-CHARISMA (10): The character is naturally charming and seductive, thanks to training or pheromones. Add power rank to attempts to win friends and influence people (usually MIND + Comm).

SUPER-INTELLIGENCE (special): The character is especially smart and clever. He or she has a MIND score of 19 or more, as purchased above in section 3. Stats.

SUPER-SPEED (45): A character with this power can run, swim or fly (if capable) faster than any normal person. Add power rank to Armor Class and Initiative rolls, and add ½ (round up) power rank to DEX score (not bonus). Having just a few ranks of Super-Speed means the character can keep up with a fast-moving vehicle, while many ranks of this power may enable the character to break the sound barrier.

SUPER-STRENGTH (special): The character is especially tough and strong. He or she has a STR score of 19 or more, as purchased above in section 3. Stats.

SWIMMING (10): The character can move underwater as fast as he or she can on land. This power also allows the character to breathe underwater.

TECHNICAL MANIPULATION (10): The character can psychically enter and manipulate computers, vehicles and other mechanical or electronic systems (using MIND + Subt + Technical

Manipulation). The character must be able to physically see the target technology before attempting to manipulate it.

TELEKINESIS (20): This power enables a character to lift or move an object with a successful Magic/Supernatural attack + Telekinesis roll. Telekinesis can be used to levitate a character, move something across a hallway, operate a machine, maneuver a weapon away from the character's body, etc. Throwing items or people causes 1d6 + power rank damage.

TELEPATHY (10): This power connects the mind of the super character to another person through a psychic link. The character can "speak" and respond to messages of any length in complete silence, though the target may choose to ignore them. If a telepathic character is "speaking" with a character who does not have this power, the conversation can only last a number of turns (in combat) or minutes (outside of combat) equal to the telepathic character's power rank. If all characters in a conversation have the Telepathy power, the conversation can last any amount of time.

TELEPORT (20): Teleporting heroes can move instantly from one place to another. Characters always successfully teleport to destinations visible to the character from the spot where he is starting. Teleporting to locations the character cannot see requires a dice roll (MIND + Phys + Teleport).

TIME STOP (35): This power enables a character to stop and start time in a small area, about power rank x 10 yards in a circle centered on the character. All activity slows down so much it appears to have stopped. The super character can take a second single action (movement or attack or another activity) during the time stop. After this additional turn, time returns to normal. This can be done power rank times per day.

TUNNEL (10): The character can quickly dig a tunnel large enough to fit a human-sized character through any non-supernatural substance (concrete, rock, ice, etc.). The character can dig as fast as he can walk through the tunnel.

VIBRATE (10): The character can move a hand quickly enough to "saw" through any type of material, causing 1d6 + power rank damage each turn. This power can be used to start small earthquakes if the character is touching a floor or ground.

WEAPON (10): From claws in your fists to a magic battle axe to high-level training with firearms, you're a master of one particular type of weapon. It causes damage equal to 1d6 + power rank. Add ½ the weapon's power rank (round up) to the appropriate type of attack bonus when using this power. This power must be purchased once for each signature weapon the character uses.

WEAPON (MAJOR) (20): As Weapon (above), except the damage is equal to 1d10 + power rank. This represents powerful weapons, like rocket launchers or multiple swords used simultaneously.

WEATHER CONTROL (25): This power gives a character complete control over the weather conditions in the area the character can see. The character can make attacks against everyone who can be affected by any severe weather (hurricane-force winds, lightning, drought, etc.), but cannot cause more than 3d6 + power rank damage to any individual foe. The character can also build up or diminish the pre-existing natural weather conditions at will.

X-RAY VISION (10): The character can see through solid structures, such as wood and steel, as well as supernatural barriers.

5. Gadgets, Limits and Magic

Gadgets are powers a character has and can use that are embedded in an item, like a rocket pack with Flight, a customized hat providing Mind Control to the wearer, or a super-car with a pair of machine guns (Weapon) and a single rank of Super-Speed. To put a power or powers in a gadget, subtract –4 from the base cost of each power, then spend Power Points on power ranks, if you wish. The drawback of gadgets is that they can be lost or damaged. The character must be wearing/using/driving (or whatever) the gadget to use the power.

Some characters have limited powers, like the hero with Control Creature that can only be used with one type of animal (like rats or lions), the fun-loving super with Change Shape who can take the form of any animal but is always colored green, the hero who has Flight only when swinging from a rope or cable, or the space police officer whose Cosmic Power is useless against the color yellow. To have a limited power,

subtract –2 from the base cost of each power, and make sure the game master knows the limits of your character's power.

Powers represented as magic spells are created the same way, but subtract –6 from the base cost of each power. Each time the power is used, the hero must spend hit points equal to the power rank +1.

6. Skills

There are four skills. Skill checks called for in other RPGs will fall under the heading of one of these skills.

- *Physical*: athletics and acrobatics, stamina, etc.
- *Subterfuge*: sleight of hand, stealth and tracking, spotting evidence, etc.
- *Knowledge*: science, research and technology, education, etc.
- *Communication*: diplomacy and connections, fast-talk, body language, etc.

Each covers a wide range of abilities. While a stat has a score and a bonus, a skill has a rank.

Skill Rank = Level + Free Bonus + Power Points. A skill's maximum rank is equal to level +5.

Level: the hero's level.

Free Bonus: each character gets +3 to add to one or more skills. This represents the character's non-super powered background, his work in his "secret identity." You can assign the free bonus all to one skill, +2 to one skill and +1 to another, or +1 to three skills.

Power Points: you can boost your skill rank by spending Power Points, at a rate of **2 points per +1 skill rank**. There's no maximum to the number of Power Points you can spend this way (though remember the maximum skill rank of level +5).

7. Combat

There are several numbers used in Microlite 20 Costumes combat. Each can be improved by spending Power Points.

Hit Points: Add STR, DEX and MIND stat scores together, then add 2 hit points per level. You can boost your hit points by spending Power Points, at a rate of **1 Power Point per +1 Hit Point**. There's no maximum to the number of Power Points you can spend this way — this is a good way to use up the last few Power Points you still have to spend. Characters who can absorb a lot of damage and still stay in the fight often have many hit points. There is no maximum to the number of hit points your character can have.

At 0 (zero) hit points, your character is unconscious. At -10 hit points, your character is dead (at least until the next adventure, when you miraculously come back to life).

After a battle, each hero recovers a number of hit points equal to his or her STR stat score. More hit points have to be regained via rest or medicine.

Initiative: Equal to DEX bonus. You can improve your Initiative by spending Power Points, at a rate of **2 points per +1 to initiative**. The initiative bonus you gain by spending Power Points cannot be greater than your level.

For attack bonuses, you can spend Power Points, at a rate of **4 points per +1 to attack bonus**. The attack bonus you gain by spending Power Points cannot be greater than your level. For example, a level 10 hero with a STR bonus of +3 has a Melee/Hand-To-Hand Attack Bonus of 10 (for level), +3 (for STR bonus) and can spend up to 40 Power Points to add another +10 to attack bonus.

Melee/Hand-To-Hand Attack Bonus: Level + STR bonus + Power Points spent
Missile/Ranged Attack Bonus: Level + DEX bonus + Power Points spent

Magic/Supernatural Attack Bonus: Level + MIND bonus + Power Points spent

Armor Class: 10 + highest single stat bonus + Power Points spent. **2 Power Points gives you +1 to Armor Class**, but the AC bonus you gain by spending Power Points cannot be greater than your level.

A die result of 20 is automatically a hit, no matter what the opponent's Armor Class is. Likewise, a die result of 1 is automatically a miss, no matter what the attacker's attack bonus.

All Microlite 20 Costumes characters have a basic unarmed damage of 1d4 + STR bonus.

Makeshift weapons typically cause less damage than the character's signature weapons (represented by the Weapon or Weapon (Major) powers), which is why characters usually rely on a simple punch or one of their specially crafted items to make an attack.

Small (length of chain, baseball bat): 1d4 + ½ STR bonus, round down
Medium (pistol, sword): 1d6 + ½ STR bonus (melee weapon), round down, or
1d6 + ½ DEX bonus (missile weapon), round down
Large (rifle, boulder): 1d8 + ½ STR bonus (melee weapon), round down, or
1d8 + ½ DEX bonus (missile weapon), round down
Very Large (car, streetlight): 1d12 + full STR bonus (melee weapon) or
1d12 + full DEX bonus (missile weapon)

Heroism: Heroism points represent a character's determination, fighting spirit and even a little bit of good fortune. **1 Power Point gives you 1 Heroism Point**. There's no limit to the number of heroism points a character can have — like hit points, this is a good way to use up Power Points you haven't spent.

Heroism points can be used to add to any attack, damage or stat + skill roll at a rate of +1 per 1 heroism point spent. You can only spend up to your level in heroism points on one single roll (for example, a level 10 character can only spend up to 10 heroism points, for a +10 bonus). Heroism points do not need to be spent all at once, but when they are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session.

Miniatures: If you have miniature figures (about 1 inch to 2 inches, or 25 to 28 mm tall) to represent the characters and their enemies, you'll need a ruler or a battle map covered in spaces (squares or hexes 1 inch or 1 ½ inches in size). Alternately, you can simply measure distances using a ruler, considering each inch a "space."

One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn, even diagonally. Figures can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Rubble, darkness, heavy growth and other difficult terrain "costs" 2 spaces of movement for each space the figure moves into.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no large obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path, nor do obstacles filling less than half a space in the path. Characters can attack through windows and other partial obstacles at a –2 penalty to hit.

Simplified Attacks (Optional): To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be

made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

Action Figures: If you're using typical superhero action figures (often 3.75 or 7 inches, depending on brand of figure), references to spaces above are doubled. One space is still 5 feet, but the average character moves 12 spaces per turn. Difficult terrain "costs" 4 spaces of movement. Short-range weapon attacks can be made up to 20 spaces away, and long-range weapon attacks can be made up to 50 spaces away.

8. Status, wealth and equipment

Super heroes rarely worry about money, transportation, or food, and in fact many are extremely wealthy. In Microlite 20 Costumes, this is represented with status, as shown below. It's up to the game master to determine what a character possesses, using his or her status as a guideline. Equipment the character uses as part of costumed adventuring is represented with gadgets (like vehicles) and powers (like weapons), though some items are simply tools, like lock picks, smoke grenades and grappling hooks. They have no cost.

Ultra-Rich: This character is head of a major multinational corporation or foundation, and has almost unlimited access to funds and technology. Examples: Batman, Iron Man. *Costs 20 Power Points.*

Rich: This character is in charge of a large company, but not one that's quite as big as the ultra-rich characters. Examples: Blue Beetle, Iron Fist. *Costs 15 Power Points.*

Sponsored: This character is an extension of a government agency, army or other organization that takes care of living expenses and gear. Examples: Hellboy, Nick Fury. *Costs 10 Power Points.*

Comfortable: This character has a steady day job that brings in decent pay, or some other way of making ends meet without much worry. Examples: Nightwing, Daredevil. *Costs 0 (zero) Power Points.*

Struggling: This character is always trying to earn a buck, even while fighting off supervillains. Example: Spider-Man. *Gain 10 Power Points.*

Not Important: This character is from a society that does not care about money. Examples: Aquaman, Thor. *Costs 0 (zero) Power Points, but does require game master approval.*

9. Flaws

Part of the fun of comics is seeing heroes struggle against their flaws. In Microlite 20 Costumes, characters gain 10 Power Points for one flaw or 20 Power Points for two flaws. These can be anything the player wishes, but a few common ones are:

A dependent, like an elderly aunt or child, that must constantly be protected; or

A disability, like blindness or being unable to walk; or

An uncontrollable rage the character slips into whenever angry or upset; or

A vulnerability, like a kind of rock that will prevent the hero from using any of his powers while in its presence.

Simply having a secret identity isn't significant enough to be a Power Point-earning flaw, but having a secret identity with a deep secret of its own (like, "I used to be a supervillain") might be.

10. Advancement

Super powered heroes rarely "advance" in levels in the way other adventurers do, but heroes can still gain benefits after fighting bad guys and saving the world. After each game session, each character gains between 1 and 3 Power Points, depending on their performance in the game. These points can be spent right away, or saved up to buy more powers or other bonuses. Keep track of how many Power Points a

character has collected; when he gets 15, he's increased a level, and his skills, attack bonuses and limits on Power Points spent will increase.

11. Mooks

Heroes battle supervillains and giant monsters regularly, but their most common opponents are mooks. These are the nameless crooks and minions who seem to exist just to slow heroes down, like thugs, mobsters, robots and ninja. Normal police and soldiers may be mooks for anti-heroes. Typical statistics for common mooks are listed here.

Low-Quality Mooks (thugs, security guards, police officers, soldiers, karate students, dabblers in magic, etc.)

STR: 13 (+1), DEX: 16 (+3), MIND: 11 (+0)
Physical: 3, Subterfuge: 3, Knowledge: 1, Communication: 1
HP: 10 to 15 (or just 1), AC: 13, Melee/Hand-To-Hand: +2, Missile/Ranged: +4, Magic/Supernatural: +0
Equipment: Weapon (1d4 or 1d6 damage)

High-Quality Mooks (mobsters, newly created super-soldiers, war robots, ninja, demon cultists, etc.)

STR: 14 (+2), DEX: 16 (+3), MIND: 11 (+0)
Physical: 6, Subterfuge: 5, Knowledge: 4, Communication: 3
HP: 15 to 20 (or just 1), AC: 15, Melee/Hand-To-Hand: +5, Missile/Ranged: +6, Magic/Supernatural: +3
Equipment: Weapon (1d8 or 1d10 damage), light armor

Innocent Bystanders (construction workers, newspaper reporters, attorneys, scientists, students, damsels in distress, non-combat industrial robots, etc.)

STR: 10 (+0), DEX: 10 (+0), MIND: 10 (+0)
Physical: 1, Subterfuge: 0, Knowledge: 1, Communication: 1
HP: 5 to 10 (or just 1), AC: 10, Melee/Hand-To-Hand: +0, Missile/Ranged: +0, Magic/Supernatural: +0
Equipment: What's needed to do their jobs; no weapons or armor

12. Character Templates

To get into the game quicker, simply use one of these templates. It provides "average" hero characters, without powers, and the Power Points values for each of their game characteristics. Each template leaves 1/2 or 1/3 of the listed level's Power Points to purchase a few powers at or near the maximum number of power ranks possible.

All you need to do is use the remaining Power Points to improve the listed characteristics and purchase powers and power ranks in the way you wish. Skill ranks already include the Free Bonus, with a +1 assigned to Subterfuge, Knowledge and Communication. A template also has the Financial Status often associated with comic book heroes of that type. "AB" stands for Attack Bonus.

PULP Points spent: 50
Points remaining to reach level 4: 20

Characteristic	Rank/Value	Power Points
STR	14 (+2)	4
DEX	11 (+0)	1
MIND	16 (+3)	6
Physical	5	2
Subterfuge	5	0
Knowledge	5	0
Communication	5	0
Hit Points	51	2
Initiative	+0	0
Armor Class	13	0
Heroism Points	10	10
Melee/Hand-to-Hand AB	+6	0
Missile/Ranged AB	+4	0
Magic/Supernatural AB	+7	0
Financial Status	Rich	15

TYPICAL Points spent: 80
Points remaining to reach level 10: 70

Characteristic	Rank/Value	Power Points
STR	14 (+2)	4
DEX	17 (+3)	7
MIND	12 (+1)	2
Physical	13	6
Subterfuge	13	4
Knowledge	13	4
Communication	13	4
Hit Points	64	1
Initiative	+3	0
Armor Class	20	14
Heroism Points	10	10
Melee/Hand-to-Hand AB	+15	12
Missile/Ranged AB	+15	8
Magic/Supernatural AB	+12	4
Financial Status	Comfortable	0

STREET LEVEL Points spent: 40
Points remaining to reach level 6: 50

Characteristic	Rank/Value	Power Points
STR	16 (+3)	6
DEX	13 (+1)	3
MIND	13 (+1)	3
Physical	8	4
Subterfuge	8	2
Knowledge	8	2
Communication	8	2
Hit Points	54	0
Initiative	+3	4
Armor Class	16	6
Heroism Points	6	6
Melee/Hand-to-Hand AB	+11	8
Missile/Ranged AB	+8	4
Magic/Supernatural AB	+7	0
Financial Status	Struggling	-10

ADVANCED Points spent: 90
Points remaining to reach level 12: 90

Characteristic	Rank/Value	Power Points
STR	18 (+4)	8
DEX	14 (+2)	4
MIND	12 (+1)	2
Physical	15	6
Subterfuge	14	2
Knowledge	14	2
Communication	13	0
Hit Points	79	11
Initiative	+6	8
Armor Class	23	18
Heroism Points	5	5
Melee/Hand-to-Hand AB	+18	8
Missile/Ranged AB	+16	8
Magic/Supernatural AB	+15	8
Financial Status	Comfortable	0

SIDEKICK Points spent: 80
Points remaining to reach level 8: 40

Characteristic	Rank/Value	Power Points
STR	13 (+1)	3
DEX	17 (+3)	7
MIND	14 (+2)	4
Physical	11	4
Subterfuge	12	4
Knowledge	11	2
Communication	11	2
Hit Points	70	10
Initiative	+5	4
Armor Class	18	10
Heroism Points	15	15
Melee/Hand-to-Hand AB	+11	8
Missile/Ranged AB	+13	8
Magic/Supernatural AB	+11	4
Financial Status	Comfortable	0

SUPERIOR Points spent: 110
Points remaining to reach level 15: 115

Characteristic	Rank/Value	Power Points
STR	18 (+4)	8
DEX	13 (+1)	3
MIND	14 (+2)	4
Physical	18	6
Subterfuge	18	4
Knowledge	18	4
Communication	18	4
Hit Points	92	17
Initiative	+9	16
Armor Class	25	22
Heroism Points	10	10
Melee/Hand-to-Hand AB	+20	4
Missile/Ranged AB	+18	8
Magic/Supernatural AB	+17	0
Financial Status	Not Important	0

QUICK ROLL CHARACTER GENERATOR: If you want to get a superhero adventure up and running right away, follow the steps below to create a costumed hero with little more than some simple calculations and a few dice rolls. You can simply choose powers, ranks, flaws or any other character elements you like, or use the methods in the standard Microlite 20 Costumes rules to replace any of these steps, but remember that you'll have to determine how many Power Points you've spent up to that point.

Step I: Choose A Level

Select a level for your hero (the typical comic book hero is level 10). Power Points aren't used with the quick roll option.

Step II: Stats

Roll 4d6, dropping the single lowest die result. Do this three times, and apply the three results to your stat scores, in any order you wish. Alternately, assign the dice results in order: Strength, Dexterity and Mind. Also determine the stat bonus for each.

Step III: Powers

This involves dice rolls on several charts found below, or you can simply choose powers you want your character to have. It's also up to you if you want powers in the form of gadgets or magic, or if you want them to have limits.

Roll 1d4 +1 to determine the number of powers your hero has. Each has a power rank equal to your level, if the power needs a power rank.

The powers are separated by base cost. Roll the listed die on each chart to find your powers. If you roll a power twice, roll again, unless it is a power that can be selected more than once.

Step IV: Skills

Your hero's skill rank in each skill is equal to level + ½ level (round up). Add +3 to one skill.

Step V: Combat

To determine *hit points*, add your character's stat scores together, then add 2 hit points per level.

Your *initiative* is equal to your DEX bonus.

Your *melee/hand-to-hand attack bonus* is equal to your level + ¼ level (round up) + STR bonus.

Your *missile/ranged attack bonus* is equal to your level + ¼ level (round up) + DEX bonus.

Your *magic/supernatural attack bonus* is equal to your level + ¼ level (round up) + MIND bonus.

To determine *Armor Class*, add your highest stat bonus to your level + ½ level (round up).

Step VI: Status

Roll 1d10.

1: Ultra Rich
2: Rich
3 to 4: Sponsored
5 to 8: Comfortable
9: Struggling
10: Not Important

Step VII: Flaws

Roll 1d6. On a result of 1, choose a flaw for your hero.

QUICK ROLL CHARACTER GENERATOR POWER CHARTS: Roll 1d10 to determine each power's base cost, then go to the chart for that cost.

1 to 3: Base Cost 10
4 to 6: Base Cost 15
7 to 8: Base Cost 20 or 25
9: Base Cost 30 or 35
10: Base Cost 40 or more

Base Cost 10
Roll 1d6. On a 1 to 3, roll on List A.
On a 4 to 6, roll on List B.

List A (Roll 1d12)
1: Binding
2: Body Armor (roll 1d6 to determine Damage Resistance)
3: Breathe
4: Corrupt
5: Danger Sense
6: Daze
7: Enhanced Senses (choose a sense)
8: Flight
9: Flight
10: Infra-Red Vision
11: Intimidate
12: Jump

List B (Roll 1d12)
1: Protected Senses (choose a sense)
2: Super-Agility (roll 1d6 to determine increase to DEX stat)
3: Super-Charisma
4: Super-Intelligence (roll 1d6 to determine increase to MIND stat)
5: Super-Strength (roll 1d6 to determine increase to STR stat)
6: Swimming
7: Technical Manipulation
8: Telepathy
9: Tunnel
10: Vibrate
11: Weapon (choose one)
12: X-Ray Vision

Base Cost 15
Roll 1d6. On a 1 to 3, roll on List A.
On a 4 to 6, roll on List B.

List A (Roll 1d8)
1: Adhesion
2: Contacts
3: Control Plant
4: Death Trance
5: Electricity
6: Erase
7: Explosion
8: Extra Limb (choose one)

List B (Roll 1d8)
1: Gravity Control
2: Image
3: Invisibility
4: Oblivious
5: Resist Attack (choose a type of attack)
6: Sonic Wave
7: Stealth
8: Suggestion

Base Cost 20 or 25
Roll 1d6. On a 1 to 3, roll on List A.
On a 4 to 6, roll on List B.

List A (Roll 1d12)
1: Calm
2: Control Creature
3: Density
4: Drain Life
5: Element Body (choose an element)
6: Element Blast (choose an element)
7: Empathy
8: Energy Blast
9: Grow
10: Inventing
11: Leadership
12: Magnetism

List B (Roll 1d12)
1: Metal Body
2: Phase
3: Precognition
4: Regeneration
5: Shrink
6: Sleep
7: Stretch
8: Super-Charge
9: Telekinesis
10: Teleport
11: Weapon (Major) (choose one)
12: Weather Control

Base Cost 30 or 35 (Roll 1d10)
1: Animation
2: Bad Luck
3: Change Shape
4: Force Field
5: Invulnerability (choose a material)
6: Martial Arts Mastery
7: Mind Control
8: Power Absorption
9: Psychic Travel
10: Time Stop

Base Cost 40 or more (Roll 1d8)
1: Cosmic Power
2: Duplication
3: Immortal
4: Luck
5: Mimic
6: Paralyze
7: Summon
8: Super-Speed

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